I'm not robot

Danmachi memoria freese weapon guide

Gameplay Info Found Here Additional Tips Added How to Play ---------- Gameplay is turn-based, with battles between your team of adventurers and enemies. Basic controls are introduced in the Tutorial. Main Screen ---------- The main screen has shortcuts to key game features and player statistics. At the top: username, rank, stamina, iris count, and valis count. Bottom buttons access character, interact, guild, blacksmith, gacha, shop, arena, familia, and quest. The right menu includes friend, other, present list, purchase, and danmachi videos. Character Info ---------- Party Management ---------- Select "Charact." -> "Party" to create your own party. Add or change members by tapping on each frame. Assist members' status combines with their selected party character. Up to 5 parties can be registered; some modes may only allow one. No repeating characters in each party, except for War Games. Character Status ---------- Each character has individual stats viewable from the character details screen. Status includes: * Unit type: fighting style * Lv.: current level and limit * Next Lv.: Exilia needed for next level up * Rank (★): current rank and limit break state * HP: health points; knocked out when reaches 0 * MP: magic points; needed for combat skills * Physical Attack, Magic Attack, DEF, STR, END, DEX, AGI, MAG: stats affecting damage and abilities Special Arts ---------- A very powerful combat skill each adventurer acquires. Select and use it from the combat skill list during quests. At least one charge is required to proceed. If you use multiple Special Arts in the same turn, it becomes a Combo and increases effects. Special Arts are available for Adventurers with a rating of 3★ or higher. They activate before Combat Skills in the Action Order. Combat Skills[] Each unit has its own set of skills that can be unlocked on the Status Board by accessing the [C. Skill] node. Skill / Development Abilities[] Each character has unique abilities that affect their status and tolerance, which are revealed when you Rank-Up. Assist Skills[] These skills activate automatically at the beginning of each battle if an Assist is present in your Party. Status Board[] View a unit's Status Board by selecting [Status Board] -> [Character]. Unlocking each Node increases the Unit's Rank and allows you to learn new Combat Skills. Units cannot rank past 6★. To increase the Unit's Rank, unlock all Nodes up to the maximum limit of 60 (80 when max limit is broken). Lv. Enhance[] You can level up your character by using Books of Exilia and Valis. Great Success: in rare cases, you may earn a 1.5x Exilia Bonus. Characters List[] View the list of characters and each character's CP (Character Points). Rewards earned by CP level up can be checked by tapping [CP Rwd List]. **Character and Game Information** * The Heart Icon appears on the confirmation screen. * A list of characters who have favorited items can be seen, including Dungeon Sandwich, Bell Cranel, Lefiya Viridis, and others. **Book of Knowledge and Single Flower** * Characters outside of Orario have access to a Book of Knowledge with CP levels ranging from 0 to 165711. * The Book also contains information on the Single Flower and its effects. **Album and Units** * An Album can be viewed, showing all units in the game. * Obtained units are highlighted, while unattained ones are not. * Each unit's status (obtained or not) can be checked by pressing and holding on the icon. * Units with levels between Lv. 60 and 80 have additional information available. **Limit Breaks and Quests** * Limit Breaks can be viewed and modified using the + and - buttons. * A list of quests is displayed when tapping the QUEST button, including Story, Boost, Event, and Others. * Some quests require unlocking by clearing previous quests or using unlock items. * Quest types include Battle, Story, Boss, and Party quests. **Party and Support** * The current party can be viewed, and units can be changed by tapping on each unit. * Support units can be selected from NPC adventurers, but assist units cannot be changed. * Dispatching units on their own quests is available once certain conditions are met. There are different ways to attack in the game, including Physical Attack and Magic Attack. The type of attack used affects the damage dealt, with Physical Attack being affected by Strength (STR) and Magic Attack being affected by Magic (MAG). The enemy's weaknesses can also impact the effectiveness of an attack. The elements in the game include Non-Elemental, Fire, Earth, Wind, Ice, Thunder, Light, and Dark. Attacking with an opponent's weak element can increase damage dealt. Additional effects like Critical, Penetration, Guard, Counter, Weak, Resist, and Killer/Slayer can modify the damage or outcome of an attack. These effects are influenced by various factors such as Skills, Assists, Weapons, and Unit type. Critical attacks deal 1.5 times the normal damage but require higher Dexterity (DEX) and Agility (AGI). Penetration deals damage that ignores 50% of the opponent's defense, while Guard reduces damage taken by half. Counter attacks occur when an attack is successful, and Weak or Resist effects occur based on elemental weaknesses. The section also clarifies the difference between Critical and Penetration attacks, stating that Critical strikes are more valuable if the target is vulnerable to taking damage, whereas Penetration strikes are more valuable if the enemy has a lower defense. If your attack reduces the target's END to 20, you deal either 80 (normal attack) or 120 damage (critical strike). However, critical strikes are affected by the enemy's resistance levels. - **High P.Resist** makes Critical strikes less damaging than Penetration strikes. - Conversely, **Low P.Resist** results in Penetration strikes being more valuable than Critical strikes since there is little armor to penetrate through initially. In addition, Unit States (buffs/debuffs) can change during battle due to Assist and Combat Skills. These states will be represented by square or circle icons on the unit's icon and will be removed after a turn. Buff/Debuff List: - STR Increase/Decrease: Strength - MAG Increase/Decrease: Magic - AGI Increase/Decrease: Agility - END Increase/Decrease: Endurance - DEX Increase/Decrease: Dexterity - Critical Increase/Decrease: Critical Chance - Penetration Increase/Decrease: Penetration Chance - Guard Increase/Decrease: Guard Chance - Counter Increase/Decrease: Counter Chance - Special Arts Gauge Increase/Decrease: Special Arts Accumulation Rate MP Regen MP automatically restores health each turn. Units may contract Ailments or Curses from enemy attacks, which are removed after a set number of turns or using a cure skill. Resistances to Ailments can be increased through Assist Skills or Development Abilities that prevent affliction. Ailment effects include: * Poison: Deals damage over time * Stun: Prevents movement for one turn * Sleep: Prevents movement until attacked * Seal: Disables combat skills * Slow: Slows down action order in battle * Charm: Forces allies to attack each other * Taunt: Prevents attacks on all enemies and enables buffing or attacking the enemy that caused it Curse effects include: * Null Critical: Prevents critical hits * Null Penetration: Prevents penetrating attacks * Null Guard: Disables guarding * Null Counter: Prevents countering Gameplay notes: * Defeat occurs when all party members are knocked out during battle, at which point players can choose to continue the battle using Iris or retreat. * Quest clear is achieved by defeating the final enemy in a dungeon. * CP earns for characters do not increase even if multiple units of the same character are in the party. Arena modes include: * Monsterphillia: A time-limited mode with unique rules, such as no auto-battle, continues, or supports. Score rewards can be earned by achieving certain ranks in each stage. * War Game and Record Buster: Other modes available in Arena. Score ranking displays the top three players' scores and party compositions, while recent clears show the score and party of the last three players who cleared a quest. War Game Conditions and Rules: You can challenge "War Game" while it is in session. The battle will be progressed by Auto-Battle, with Action Order depending on character Agility. ±Status Conditions will fluctuate within a certain range each turn. Victory Conditions are achieved when all enemies are knocked down, or the team with the higher remaining HP ratio wins after reaching the turn limit. Damage / Heal Adjustments are applied to characters compared to normal battles. The Ultimate War Game variant has additional rules, allowing same characters to be included in the party. War Game Scores and Rewards: War game scores will be calculated using a score-addition / subtraction system, affecting your Rank accordingly. Rewards can be received after the session ends, with rank scores fluctuating but base class remaining untouched. Opponents are chosen from players near your score, or from an expanded range if matching fails. Class Progression: Reaching fixed scores will promote you to the next class, with specific point requirements and rewards tied to each title. Rewards for titles like Hero I to Battle Princess III can be earned after season ends, with certain restrictions on demoting within titles. Rewritten Text: **Perseus Series Point Rewards** * Perseus II: 1,400 - 1,599 points * Perseus III: 1,200 - 1,399 points * Little Rookie I: 1,120 - 1,199 points * Little Rookie II: 1,060 - 1,119 points * Little Rookie III: 1,000 - 1,059 points **Record Buster Event** * Challenge Guild records by dealing damage to opponents. * Score calculated by damage dealt. * Play up to three times daily. Play Pass restored at 00:00 PST. **Gameplay Rules** * Select difficulty and battle enemies. * Battle ends when conditions are met (surviving turns, knocked out party members, or retreating). * Enemies are undefeatable. **Ranking System** * Group Ranking: ranking with players in your group. * Follow Ranking: ranking within followed players. * Global Ranking: ranking among all players. **Rewards** * Group Reward: rewards based on group ranking. * Score Reward: rewards based on score. * Global Reward: rewards based on global ranking. **Additional Notes** * Create parties with same units in Record Buster. * Score not updated if battle completed within 15 minutes after event closing time. * Group and Global Rankings updated every hour. * Rewards granted after final result confirmed, which may take over an hour. Character Equipment Menu Overview: The Character Equipment menu allows players to view and manage their characters' equippable weapons and armor. This menu is crucial for planning strategies, as it displays each character's available equipment, which can significantly impact gameplay. Key Features: * Check [Character Equipment] in the [Equipment List] screen to see each character's usable weapon and armor. * Access the [Purchase] screen to view the weapons and armor that can be purchased. * The character disambiguation pages also contain information about what equipment a character can use. Gacha mechanics allow users to draw from banners using Iris or Gacha Tickets. The user interface enables switching between different banners by sliding the screen. A guaranteed gacha system exists, offering tickets that guarantee a specific rank of unit or higher. Additionally, there are unit trade tickets for exchanging items with specific units or choices. These can be utilized at the shop's special exchange section. Other features include news, inventory management, story digest, profile customization, hero changes, alarm clock settings, contact information, data import options, and terms of service (TOS) access.